

# **Chapter 1**

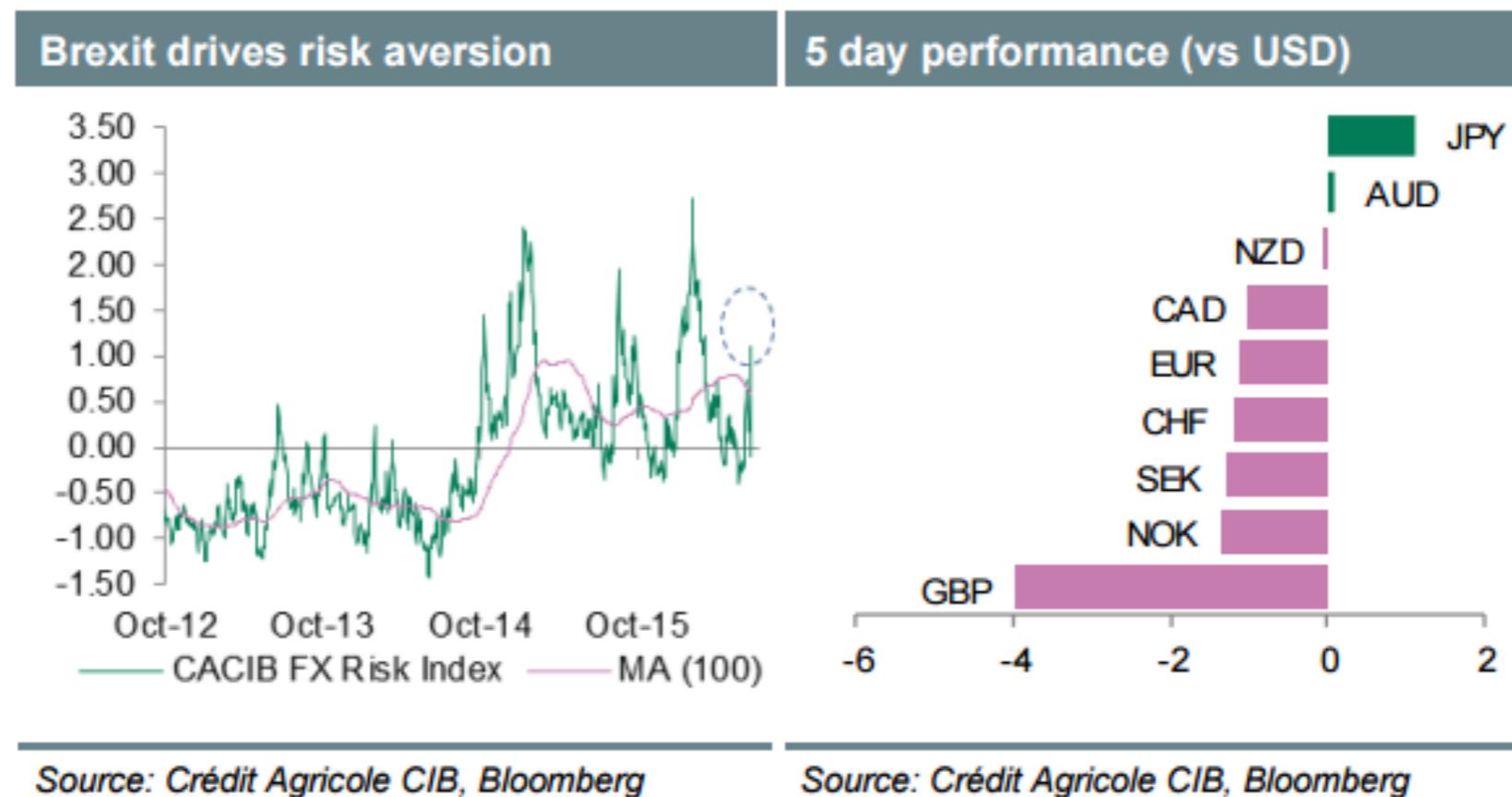
## A Survey of Computer Graphics

# ➤ Main Content

- 1.1 Graphs and Charts
- 1.2 Computer-Aided Design
- 1.3 Virtual-Reality Environments
- 1.4 Data Visualizations
- 1.5 Education and Training
- 1.6 Computer Art
- 1.7 Entertainment
- 1.8 Image Processing
- 1.9 Graphical User Interfaces

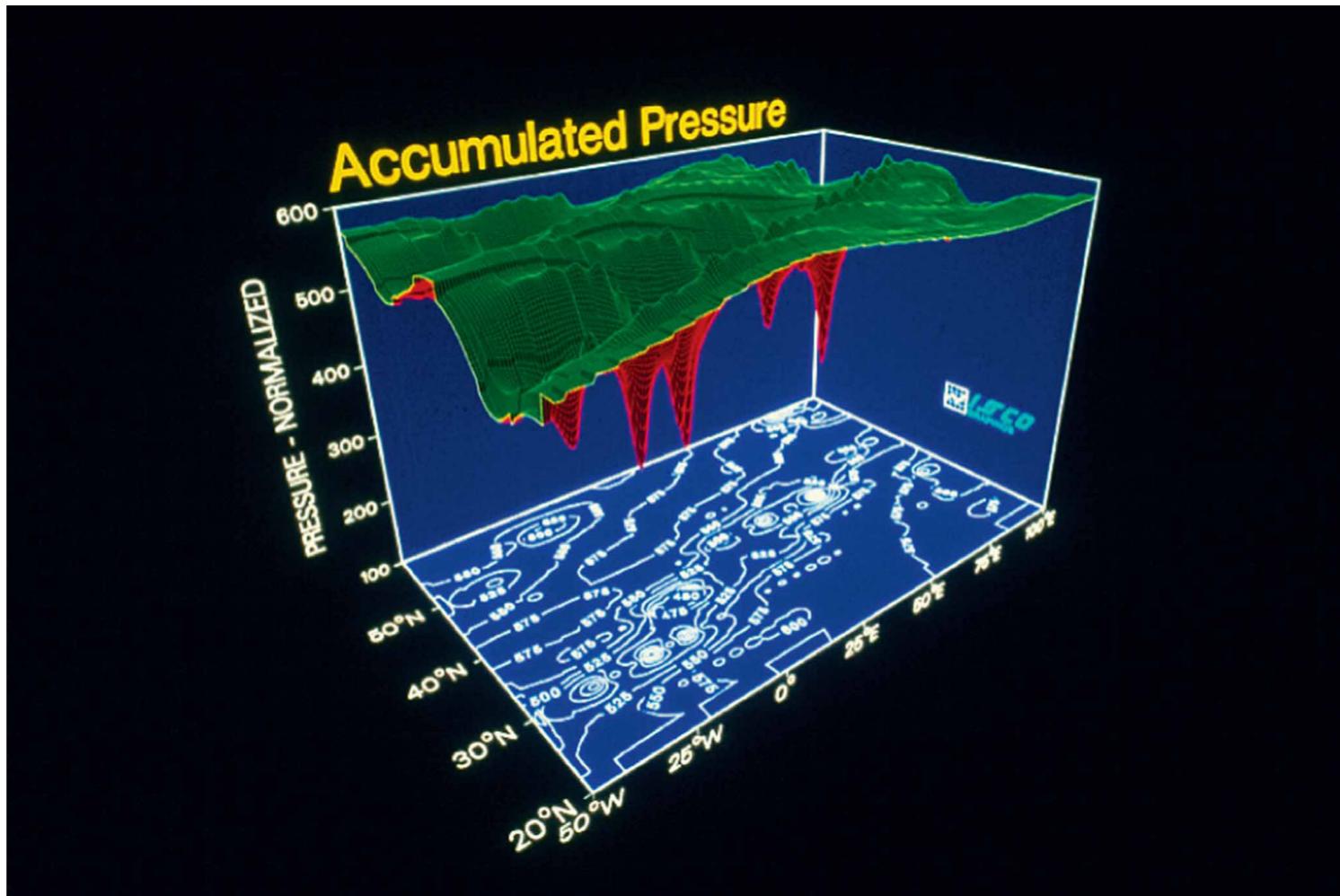
# 1.1 Graphs and Charts

- **Graphs and charts** are commonly used to summarize financial, statistical, mathematical, scientific, engineering, and economic data for research reports, managerial summaries, consumer information bulletins, and other types of publications.



- **Three-Dimensional Graphs and Charts**

- More dramatic or more attractive presentations of the data relationships.



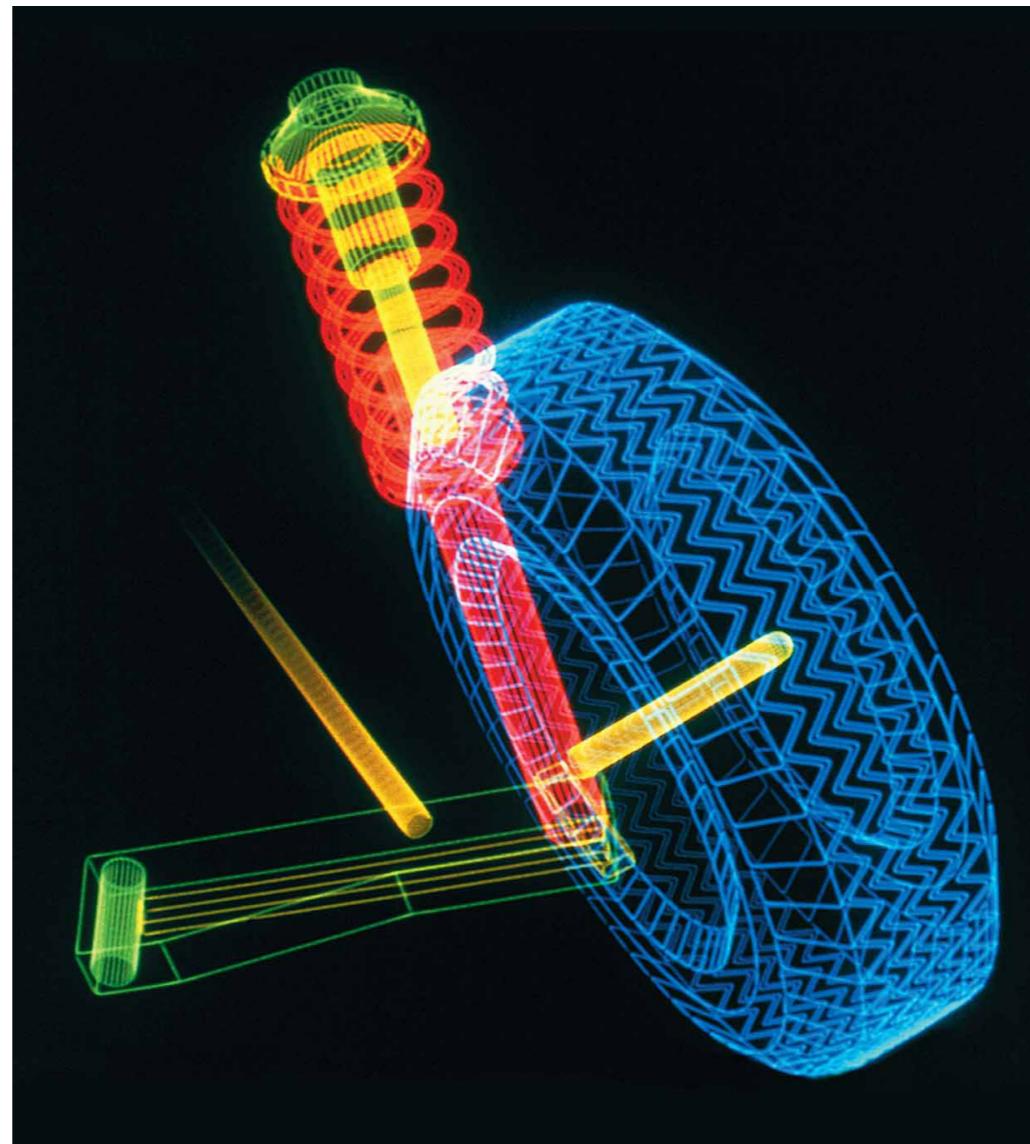
# 1.2 Computer-Aided Design

- A major use of computer graphics is in design processes.
- Generally referred to as **computer-aided design** (CAD) or **computer-aided drafting and design** (CADD), these methods are now routinely used in the design of buildings, automobiles, aircraft, spacecraft, computers, textiles, home appliances, and many other products.

- **Wire-Frame Outline**

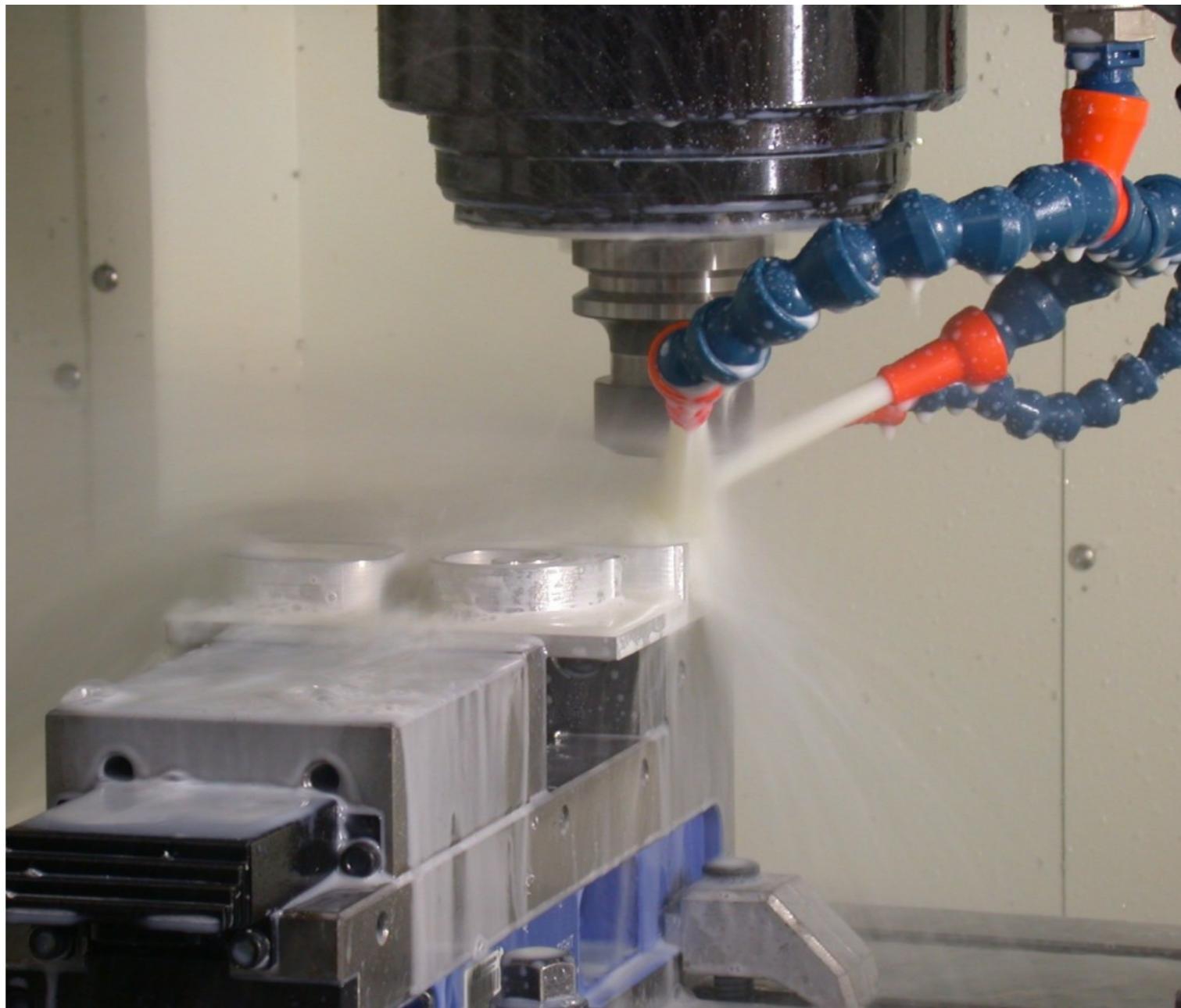
- Show the overall shape and internal features of the objects.

*Color-coded, wire-frame display for an automobile wheel assembly. (Courtesy of Evans & Sutherland.)*



- **Computer-Aided Manufacturing (CAM)**

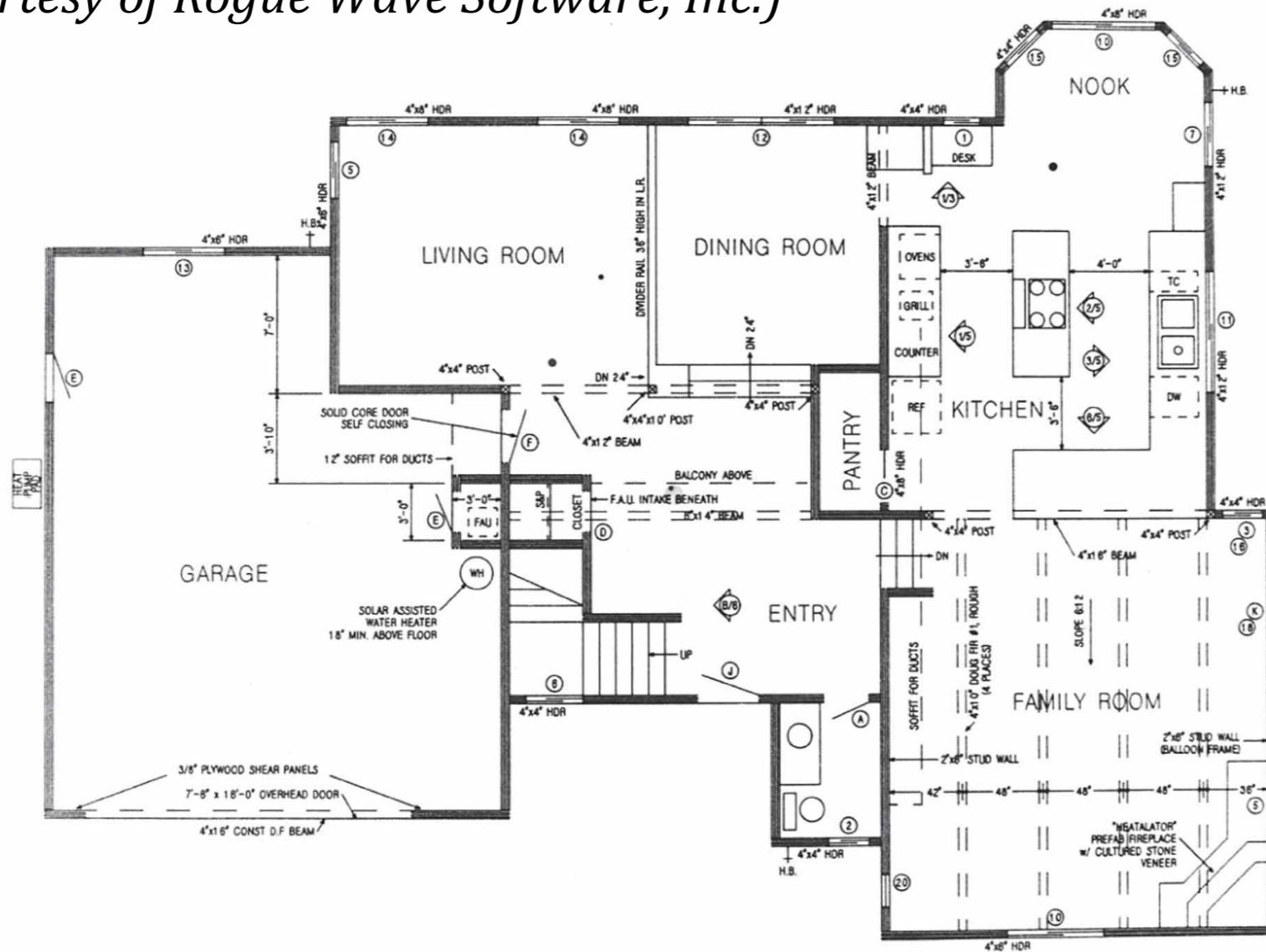
*Computer Numerical Control, also known as CNC, is a manufacturing process involving computers that control machine tools.*



# • Interactive Computer-Graphics Method

## ➤ Architecture

*Architectural CAD layout for a building design.  
(Courtesy of Rogue Wave Software, Inc.)*



- **Realistic Displays**

*Three-dimensional renderings of building designs. (a) A cross-sectional model of a house with structural problems (Dorling Kindersley.) (b) An exterior view of a modern luxury house (Zastol'skiy Victor Leonidovich/Shutterstock.)*



(a)



(b)

- **Realistic Displays**

*A realistic room display, achieved with a perspective projection, illumination effects, and selected surface properties. (Courtesy of John Snyder, Jed Lengyel, Devendra Kalra, and Al Barr, California Institute of Technology. ©1992 Caltech.)*



# 1.3 Virtual-Reality Environments

- A user can interact with the objects in a three-dimensional scene.

*A scientist interacting with stereoscopic views of molecular structures*



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Virtual and augmented reality have the potential to become the next big computing platform. All around us are examples of where VR (which immerses the user in a virtual world) and AR (which overlays digital information onto the physical world) can reshape existing ways of doing things— from buying a new home to interacting with a doctor or watching a concert. In the first of a new **Profiles in Innovation** series, we examine what VR/AR could become, the evolving use cases and the markets that could be created and disrupted.

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Understanding the race for the next computing platform

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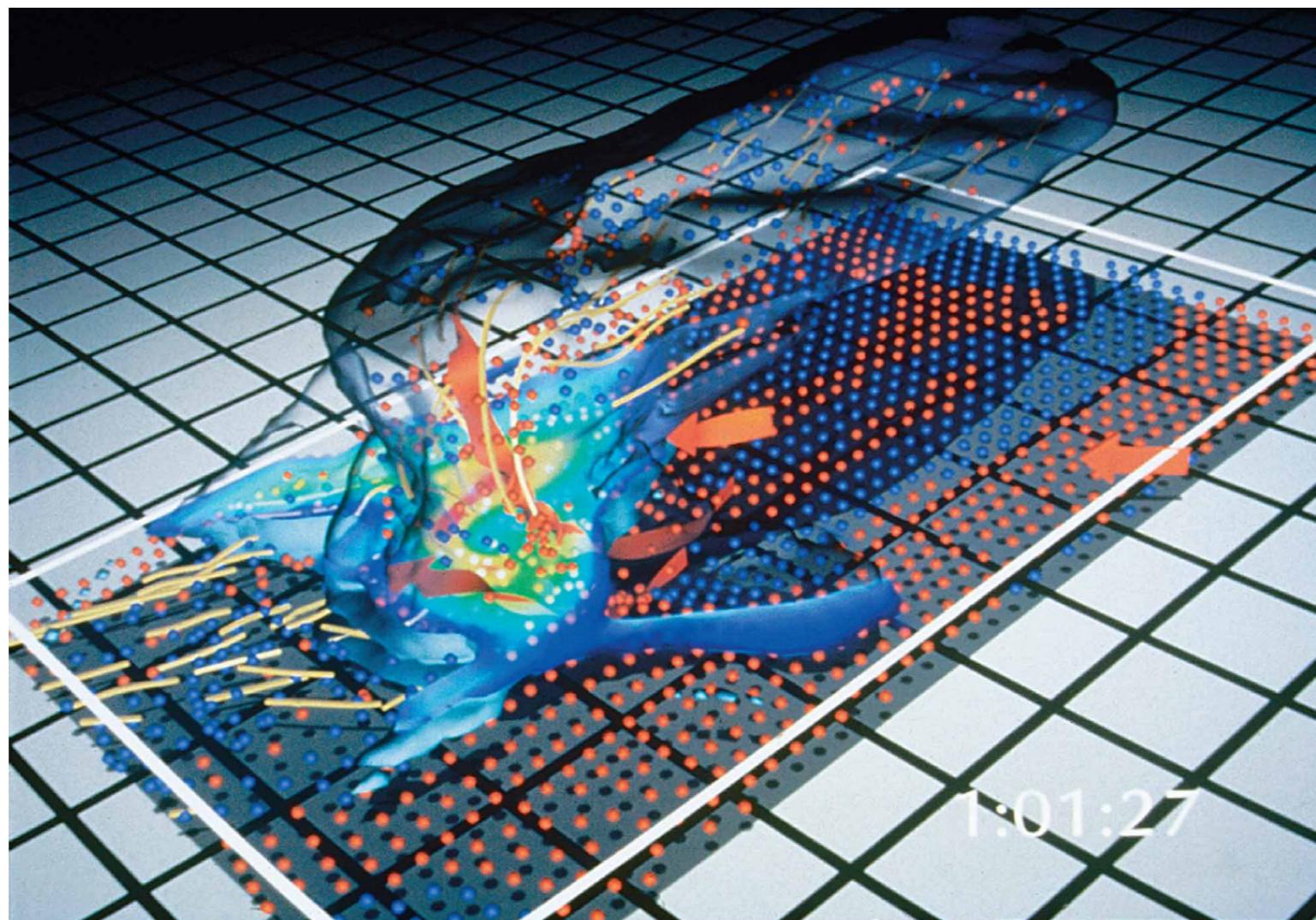
A standard black and white QR code located in the bottom right corner of the slide.

# 1.4 Data Visualizations

- Producing graphical representations for scientific, engineering, and medical data sets and processes is generally referred to as **scientific visualization**.
  
- The term **business visualization** is used in connection with data sets related to commerce, industry, and other **nonscientific areas**.

- **Complex Processes and Math Functions**

*Numerical model of airflow inside a thunderstorm. (Courtesy of the National Center for Supercomputing Applications (NCSA) and the Board of Trustees of the University of Illinois.)*



# 1.5 Education and Training

- *Education:* Computer-generated models of physical, financial, political, social, economic, and other systems are often used as educational aids.
- *Training:* the simulators for practice sessions or training of ship captains, aircraft pilots, heavy-equipment operators, and air-traffic-control personnel.

# 1.6 Computer Art

- Both fine art and commercial art use computer-graphics methods.
- Methods and Tools: Lumena, Mathematica, CAD, animation systems

- **Paintbrush program**

*An electronic watercolor, painted by John Derry of Time Arts, Inc., using a cordless, pressure-sensitive stylus and Lumena gouache-brush software.  
(Courtesy of John Derry. Reprinted by permission of the artist.)*



- “Mathematical” Art

*New Taipei City Museum Of Art International  
Competiton*



- Computer-Generated Animation

Colossus in *Deadpool*—  
completely *CG*



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# Morphing

➤ **Morphing** is a special effect in motion pictures and animations that changes (or morphs) one image or shape into another through a seamless transition.

*Three frames form a morph from George W. Bush to Arnold Schwarzenegger showing the midpoint between the two extremes*



# 1.7 Entertainment

- Television—produce special effects; generate buildings, terrain features

*Weiyang Palace was a palace complex, located near the city of Chang'an (modern-day Xi'an)*



## ● Computed-Generated Characters

*a 2011 3D motion capture computer-animated epic adventure film based on The Adventures of Tintin*



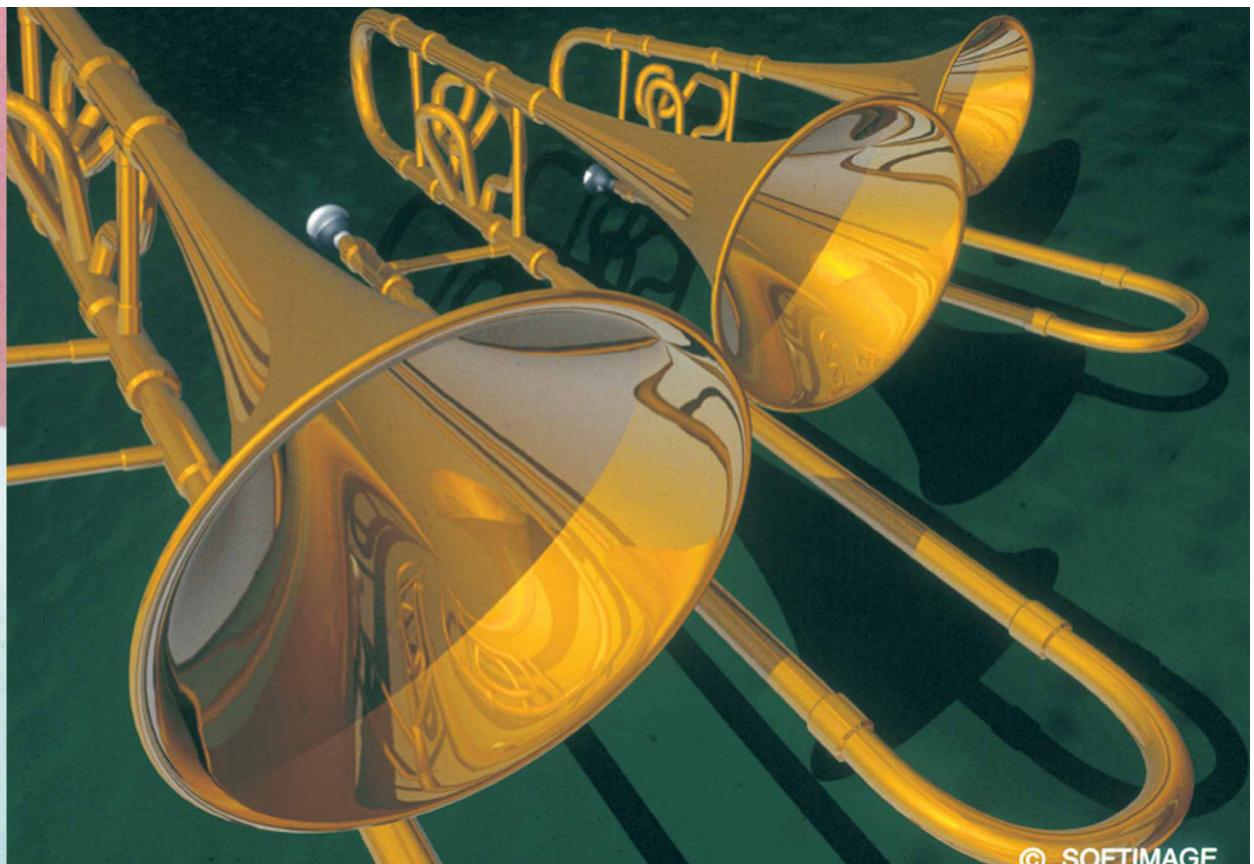
# 1.8 Image Processing

- The modification or interpretation of existing pictures, such as photographs and TV scans, is called **Image Processing**.
- Rearrange picture parts; improve the quality of shading; enhance color separations
- Medical applications: CT, PET, CAT

- **Physically**

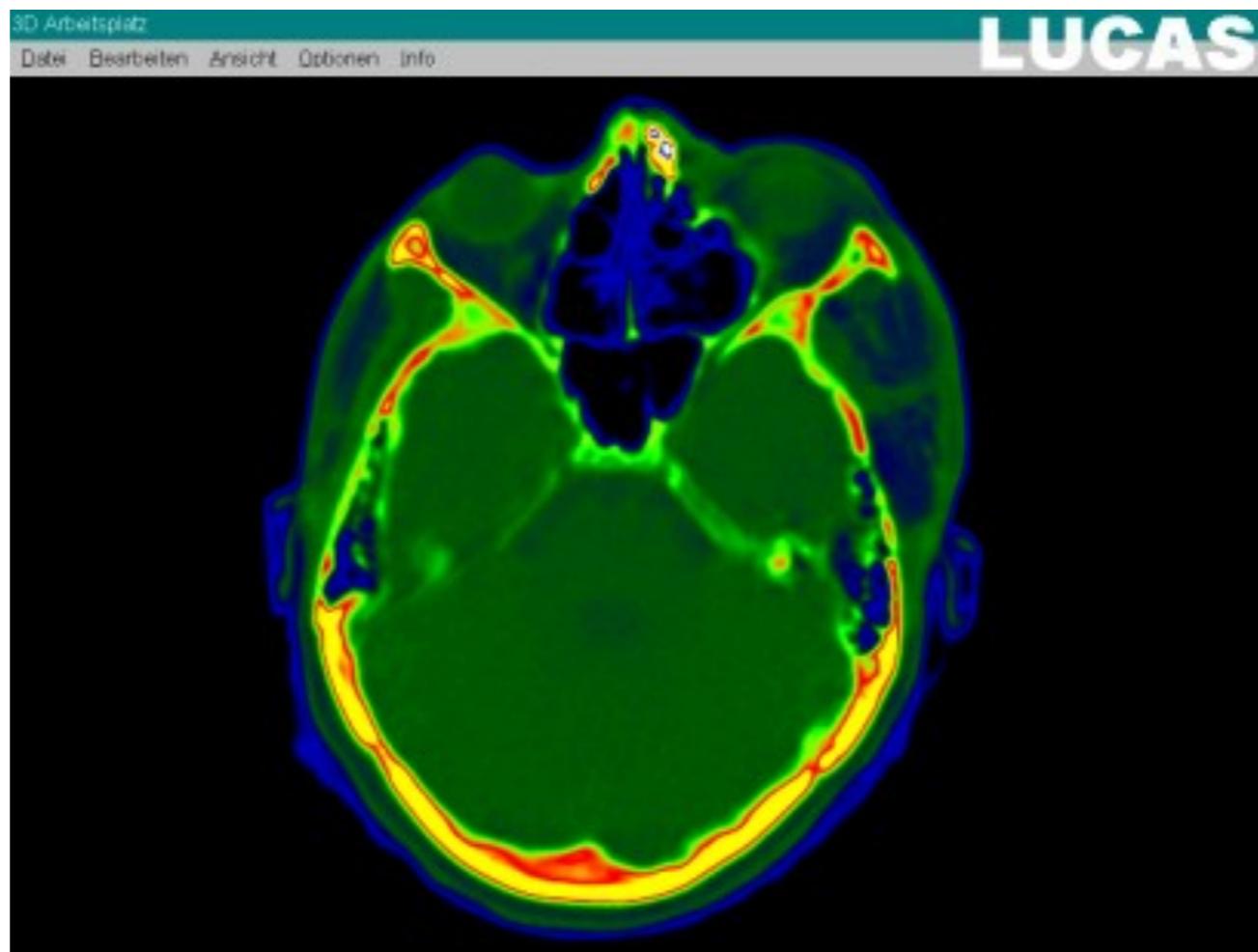
*Light reflections from the surface of a black nylon cushion, modeled as woven cloth patterns and rendered using Monte-Carlo ray-tracing methods. (Courtesy of Stephen H. Westin, Program of Computer Graphics, Cornell University.)*

*Light reflections from trumpets with reflectance parameters set to simulate shiny brass surfaces. (Courtesy of SOFTIMAGE, Inc.)*



- **Medical**

Image gathering ("segmentation") on the LUCAS workstation



# 1.9 Graphical User Interfaces

- A major component of a GUI is a window manager that allows a user to display multiple, rectangular screen areas, called *display windows*.
  
- An **icon** is a graphical symbol that is often designed to suggest the option it represents

# • GUI

